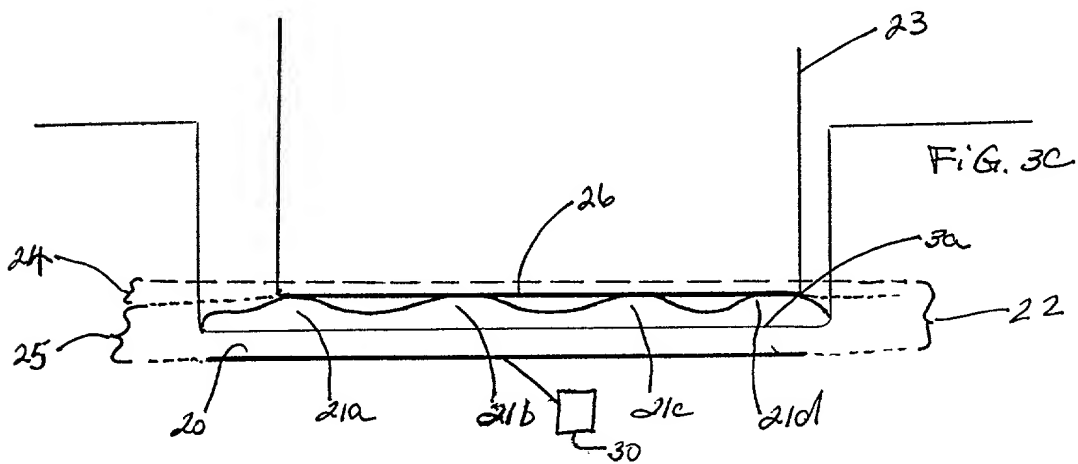
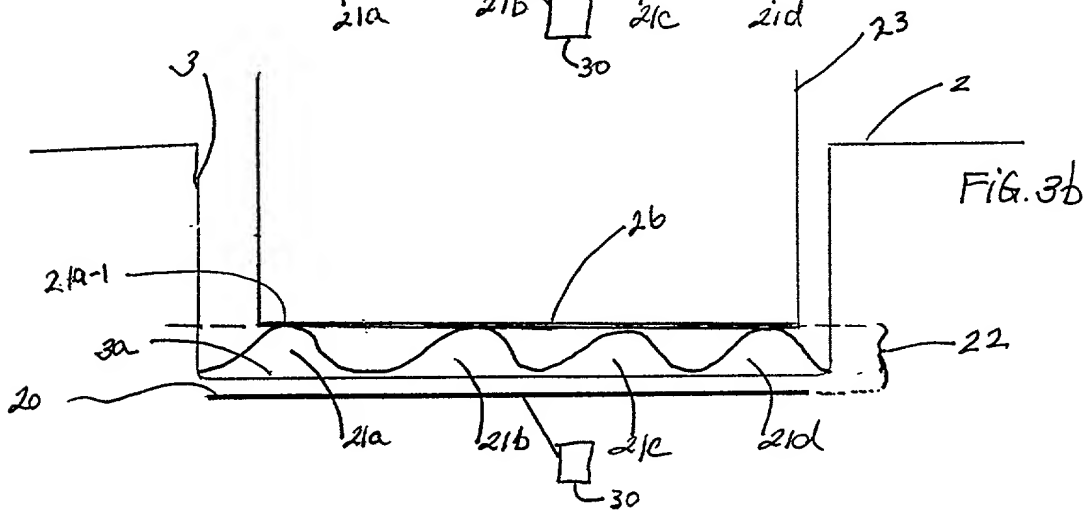
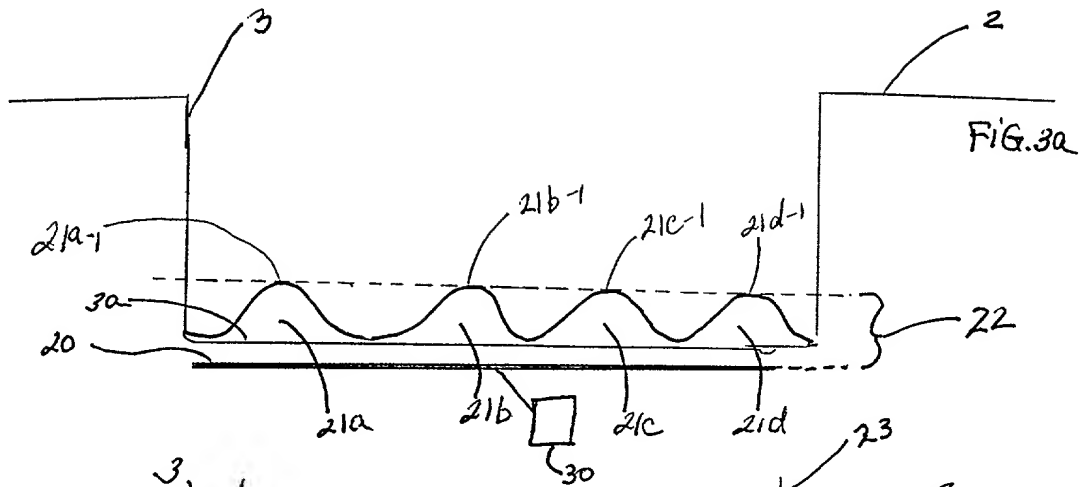


FIG. 2



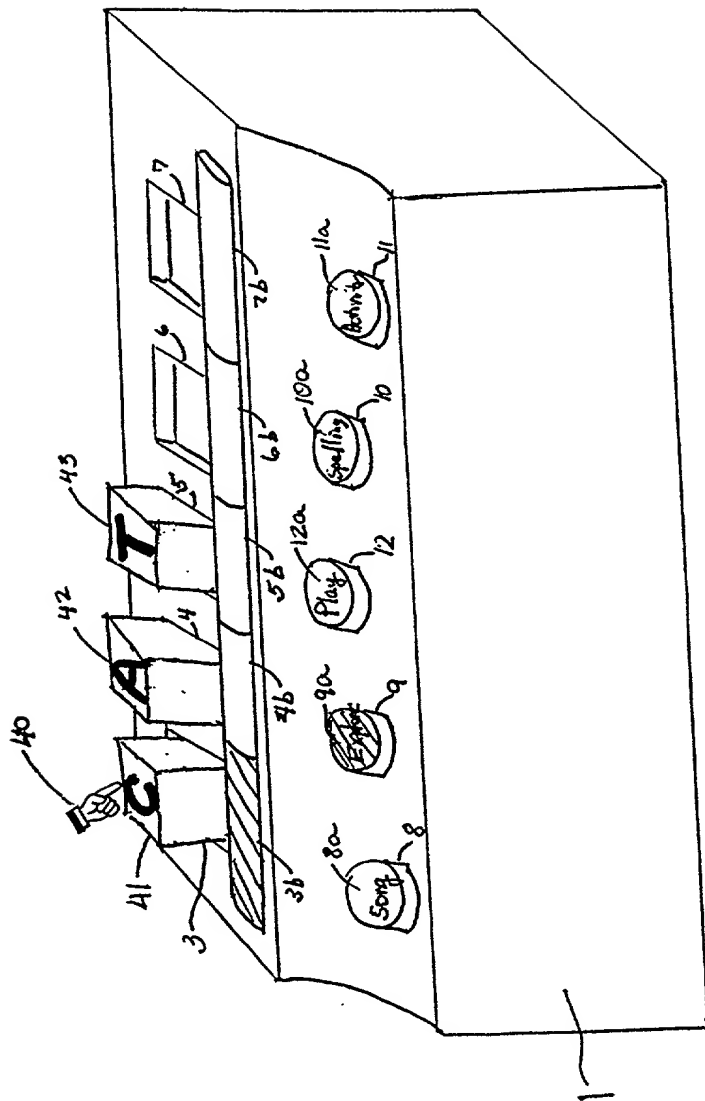


Fig. 4a

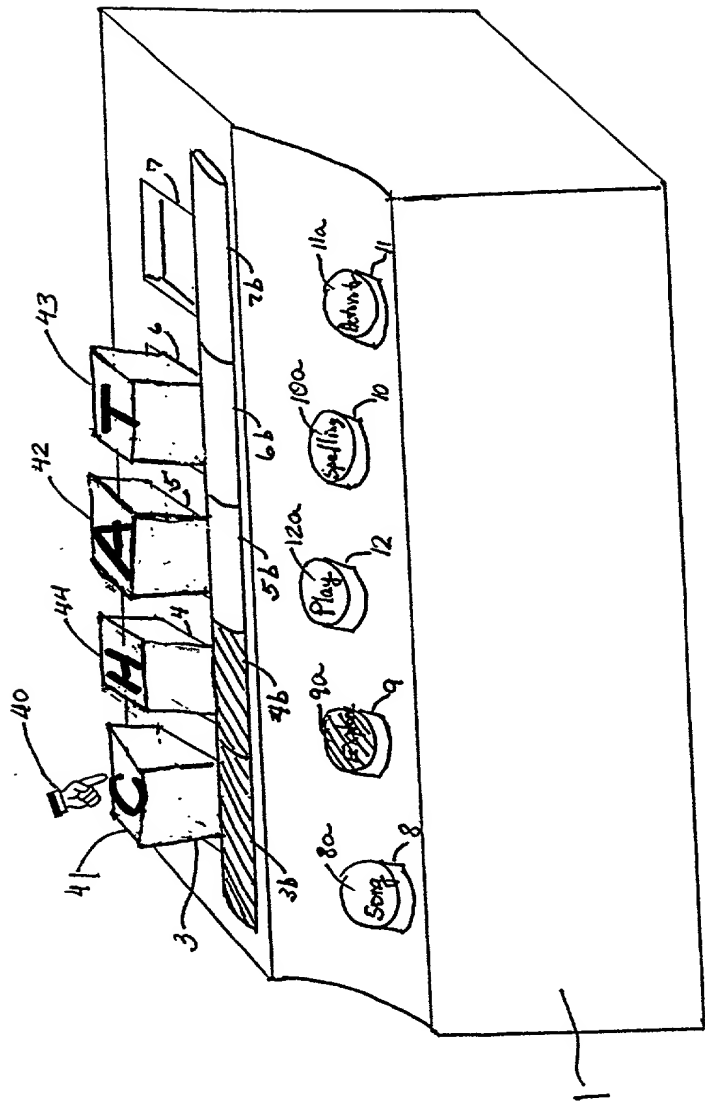


FIG. 4b

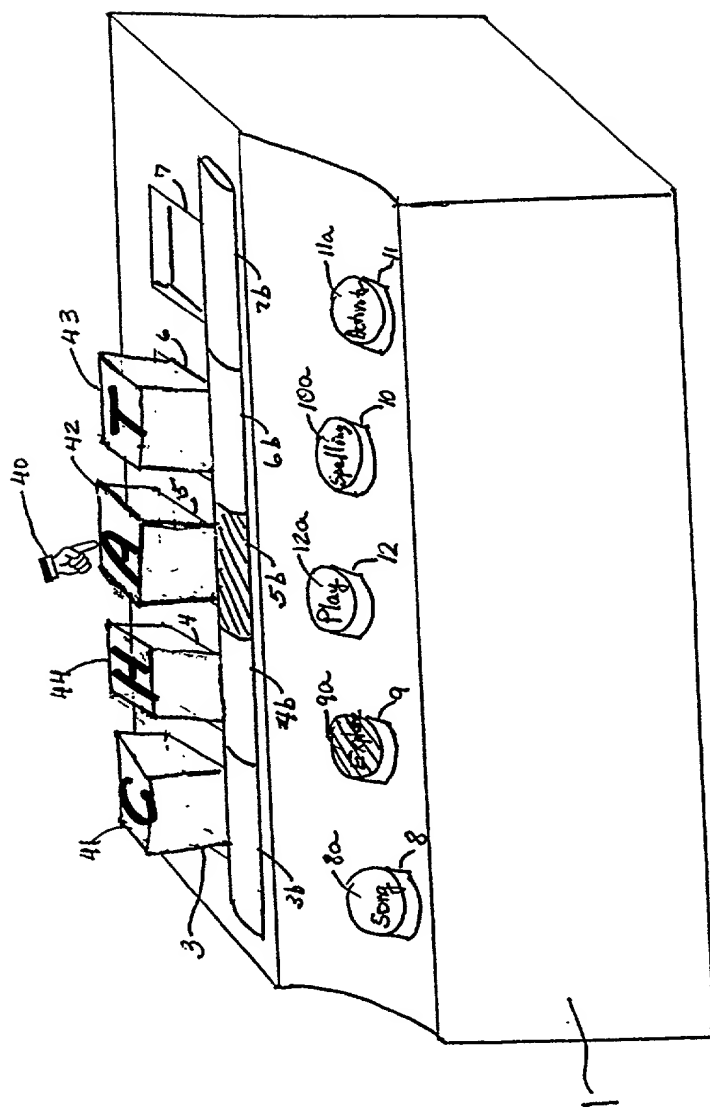
[illegible]

Fig. 4C

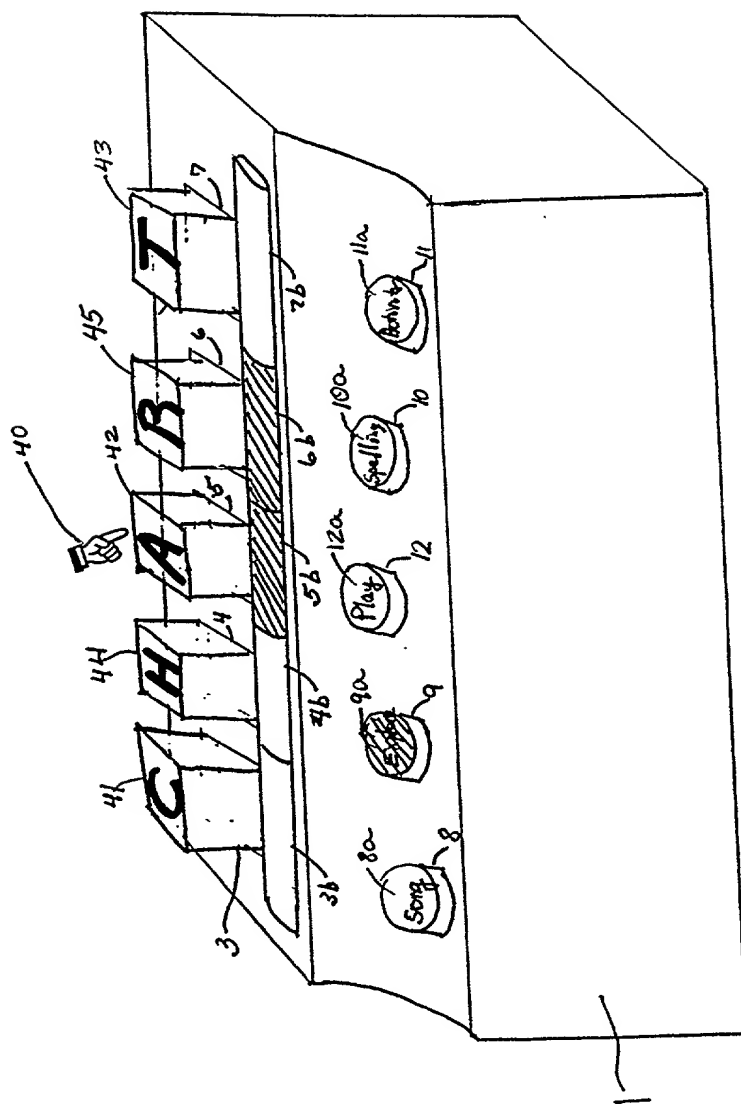
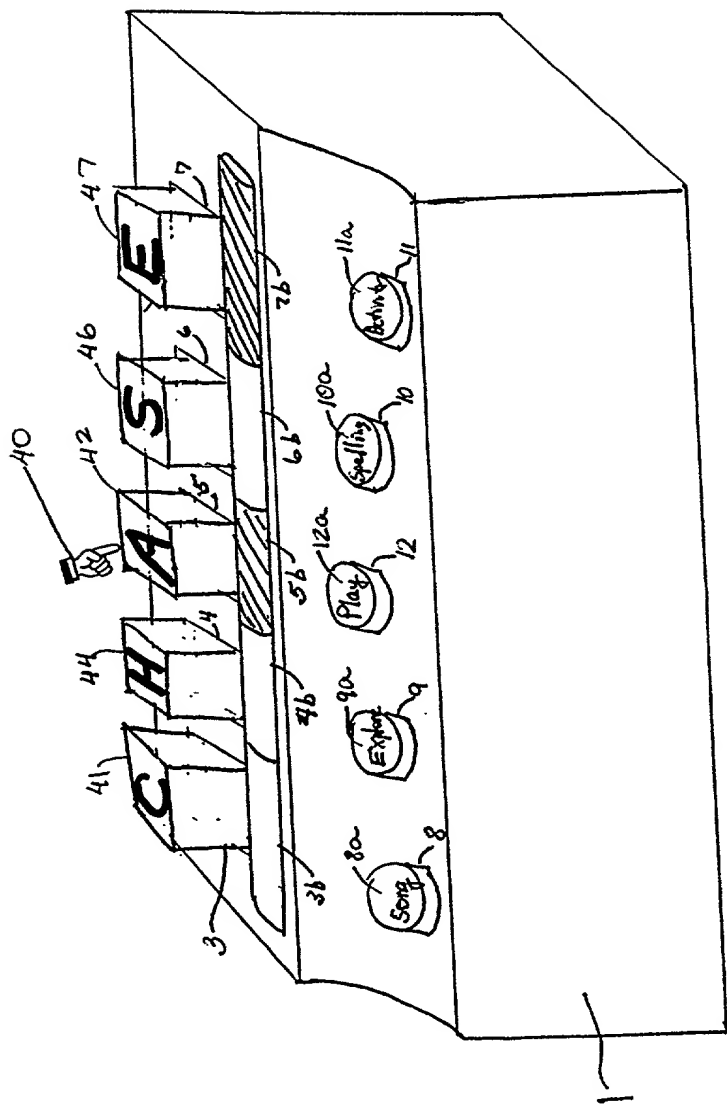


FIG. 4d





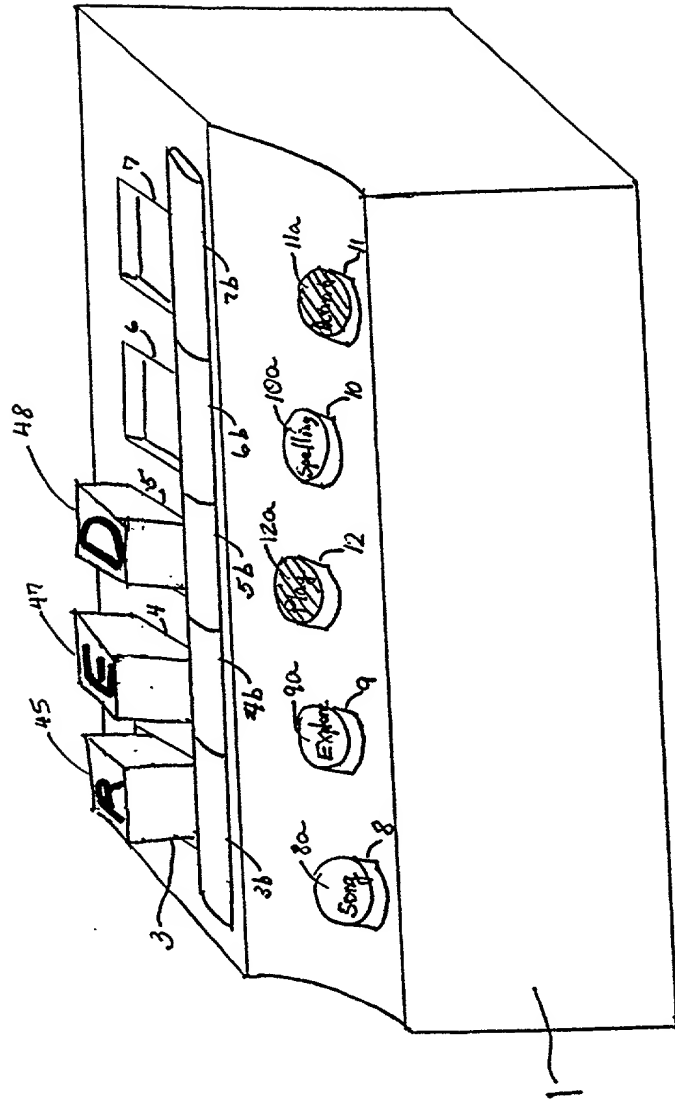


FIG. 5

113b 113a 119b 119a

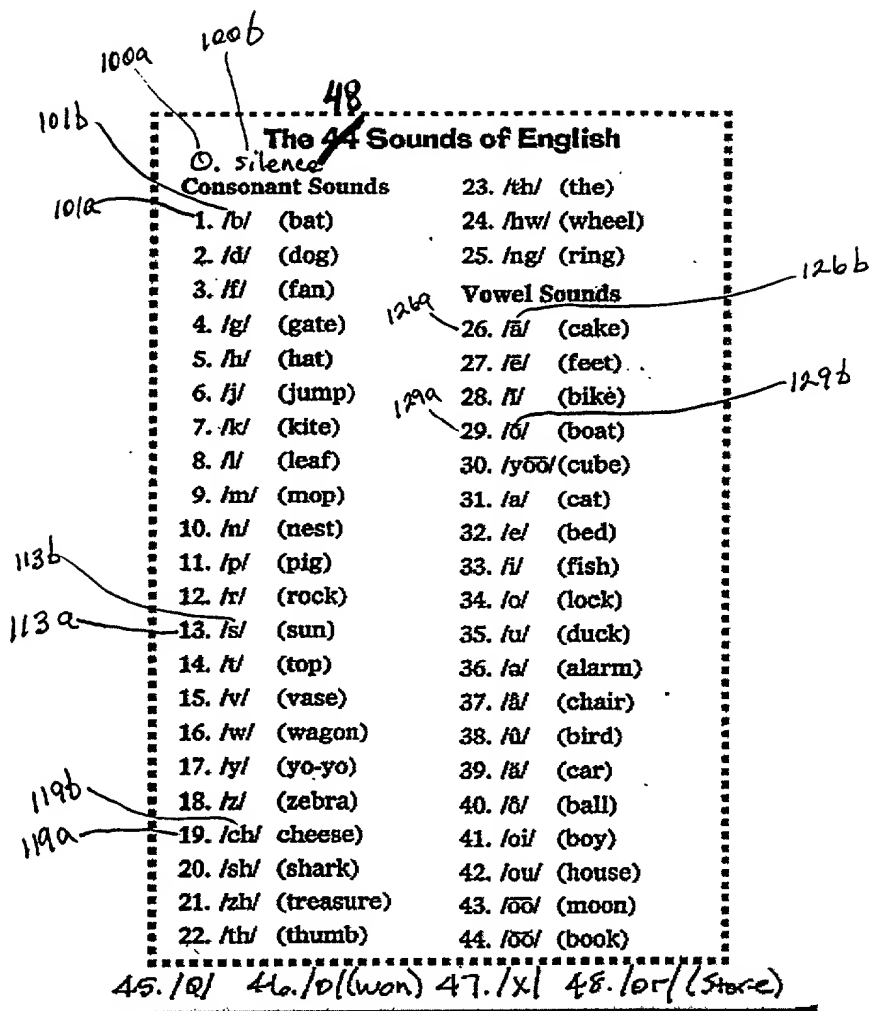


FIG. 6

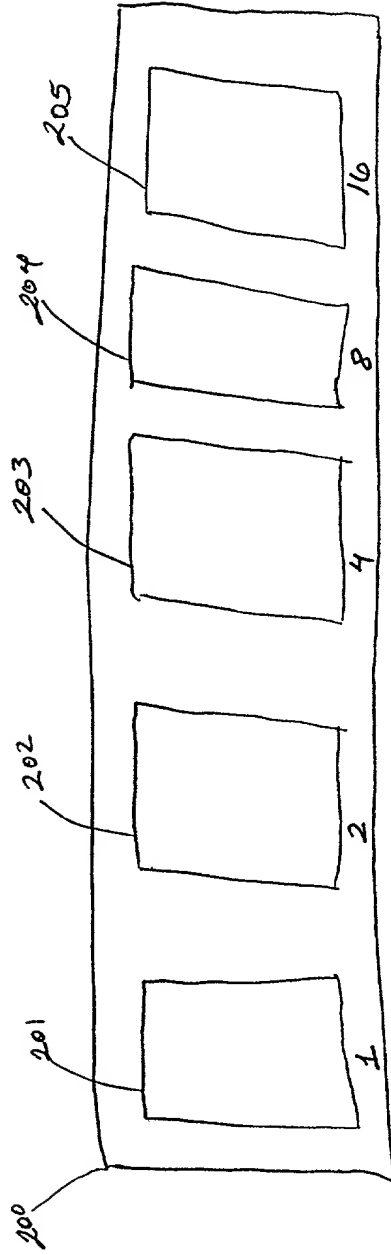
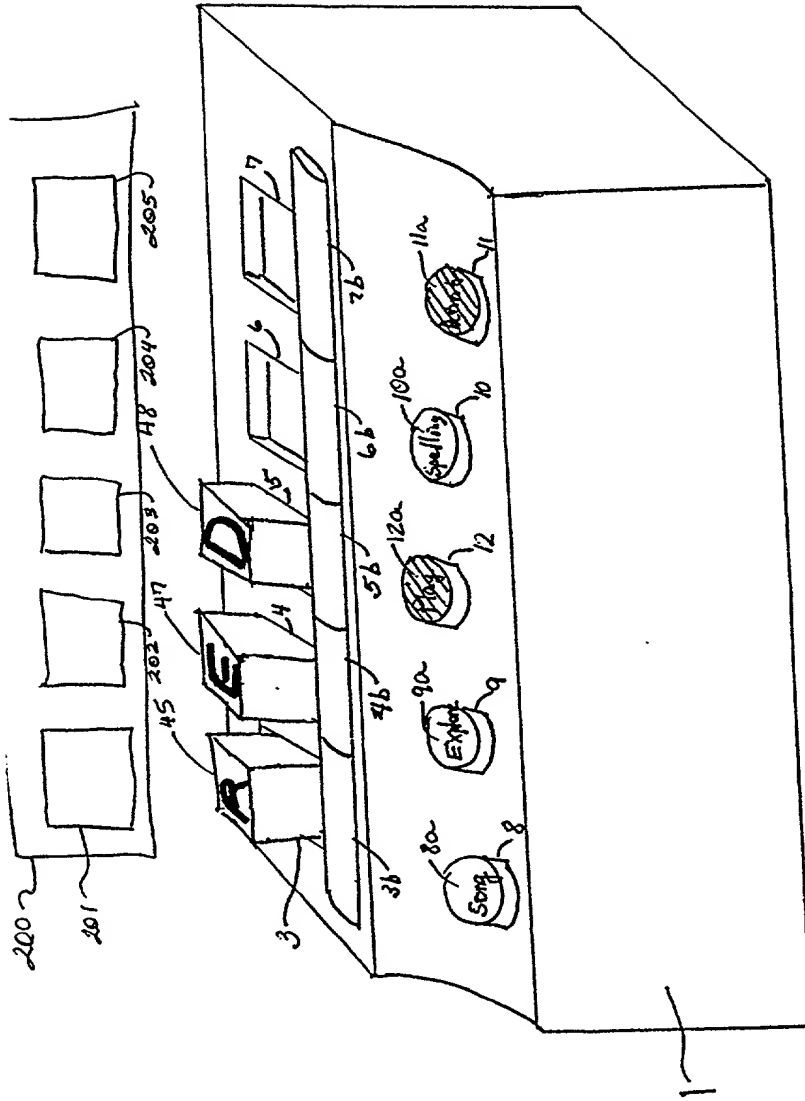


FIG. 7a



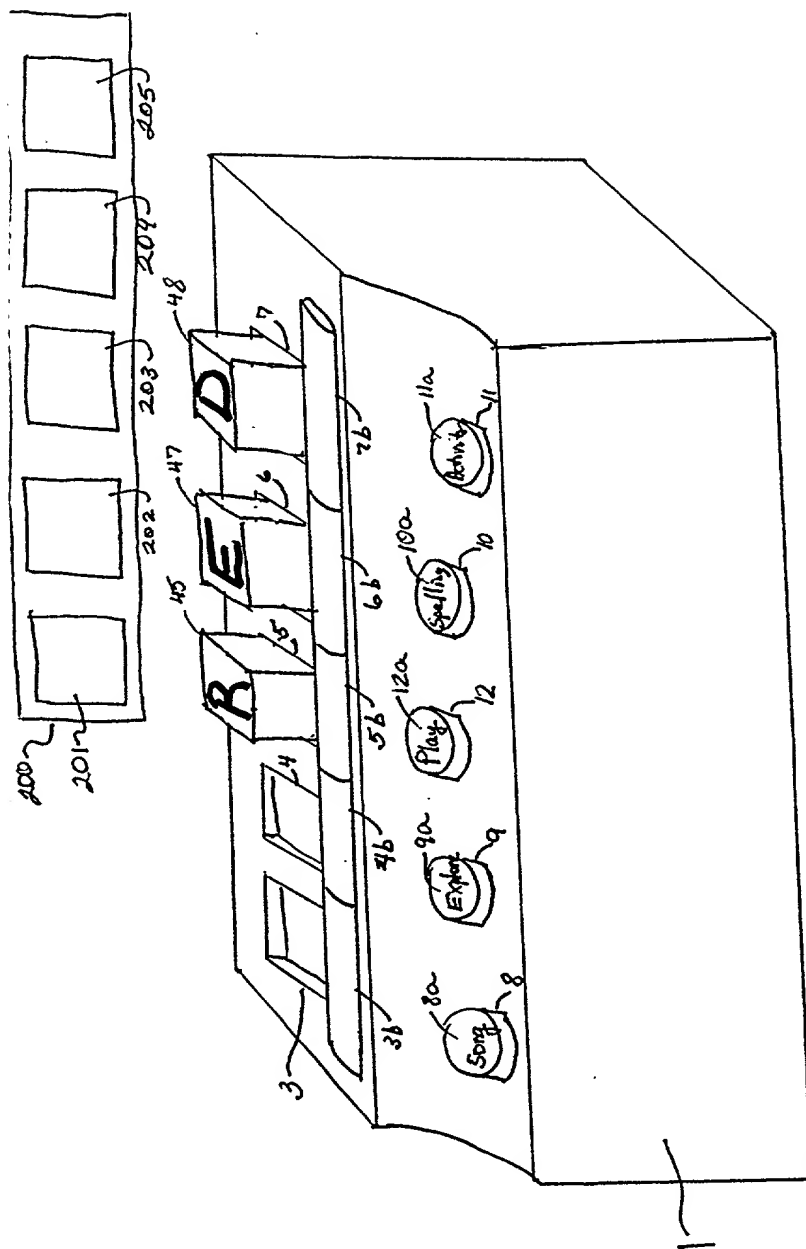


Fig. 7c

1. /worddict 2048 dict dup begin
2. /a [ "a" [ "26" ] [ "01" ] true ] def
3. /i [ "i" [ "28" ] [ "01" ] true ] def
4. /am [ "am" [ "31" "9" ] [ "01" "02" ] true ] def
5. /an [ "an" [ "31" "10" ] [ "01" "02" ] true ] def
6. /as [ "as" [ "31" "18" ] [ "01" "02" ] true ] def
7. /at [ "at" [ "31" "14" ] [ "01" "02" ] true ] def
8. /be [ "be" [ "1" "27" ] [ "01" "02" ] true ] def
9. /by [ "by" [ "1" "28" ] [ "01" "02" ] true ] def
10. /do [ "do" [ "2" "43" ] [ "01" "02" ] true ] def
11. /go [ "go" [ "4" "29" ] [ "01" "02" ] true ] def
12. /he [ "he" [ "5" "27" ] [ "01" "02" ] true ] def
13. /if [ "if" [ "33" "3" ] [ "01" "02" ] true ] def
14. /in [ "in" [ "33" "10" ] [ "01" "02" ] true ] def
15. /is [ "is" [ "33" "18" ] [ "01" "02" ] true ] def
16. /it [ "it" [ "33" "14" ] [ "01" "02" ] true ] def
17. /me [ "me" [ "9" "27" ] [ "01" "02" ] true ] def
18. /my [ "my" [ "9" "28" ] [ "01" "02" ] true ] def
19. /no [ "know" [ "10" "29" ] [ "01" "02" ] true ] def
20. /of [ "of" [ "36" "15" ] [ "01" "02" ] true ] def
21. /on [ "on" [ "34" "10" ] [ "01" "02" ] true ] def
22. /or [ "or" [ "29" "12" ] [ "01" "02" ] true ] def
23. /ox [ "ox" [ "34" "47" ] [ "01" "02" ] true ] def
24. /so [ "sew" [ "13" "29" ] [ "01" "02" ] false ] def
25. /to [ "to" [ "14" "43" ] [ "01" "02" ] true ] def
26. /up [ "up" [ "35" "11" ] [ "01" "02" ] true ] def
27. /us [ "us" [ "35" "13" ] [ "01" "02" ] true ] def
28. /we [ "we" [ "16" "27" ] [ "01" "02" ] true ] def
29. /ace [ "ace" [ "26" "13" "0" ] [ "05" "02" "05" ] true ] def
30. /act [ "act" [ "31" "7" "14" ] [ "01" "02" "04" ] true ] def
31. /age [ "age" [ "26" "6" "0" ] [ "05" "02" "05" ] true ] def
32. /ago [ "ago" [ "36" "4" "29" ] [ "01" "02" "04" ] true ] def
33. /air [ "air" [ "37" "37" "12" ] [ "03" "03" "04" ] true ] def
34. /all [ "all" [ "40" "8" "8" ] [ "01" "02" "04" ] true ] def
35. /and [ "and" [ "31" "10" "2" ] [ "01" "02" "04" ] true ] def
36. /ant [ "ant" [ "31" "10" "14" ] [ "01" "02" "04" ] true ] def
37. /any [ "any" [ "32" "10" "27" ] [ "01" "02" "04" ] true ] def
38. /ape [ "ape" [ "26" "11" "0" ] [ "05" "02" "05" ] true ] def
39. /are [ "are" [ "39" "12" "0" ] [ "03" "03" "04" ] true ] def
40. /arm [ "arm" [ "39" "12" "9" ] [ "03" "03" "04" ] true ] def
41. /art [ "art" [ "39" "12" "14" ] [ "03" "03" "04" ] true ] def
42. /ask [ "ask" [ "31" "13" "7" ] [ "01" "02" "04" ] true ] def
43. /ate [ "ate" [ "26" "14" "0" ] [ "05" "02" "05" ] true ] def
44. /bad [ "bad" [ "1" "31" "2" ] [ "01" "02" "04" ] true ] def
45. /bag [ "bag" [ "1" "31" "4" ] [ "01" "02" "04" ] true ] def
46. /bar [ "bar" [ "1" "39" "12" ] [ "01" "02" "04" ] true ] def

300 — E  
 301 —  
 302 —  
 303 —  
 304 —  
 305 —  
 306 —  
 307 —  
 308 —  
 309 —

FIG. 8a



```

101./gnu [ "gnu" [ "0" "10" "43" ] [ "03" "02" "04" ] true ] def
102./got [ "got" [ "4" "34" "14" ] [ "01" "02" "04" ] true ] def
103./gum [ "gum" [ "4" "35" "9" ] [ "01" "02" "04" ] true ] def
104./guy [ "guy" [ "4" "28" "28" ] [ "01" "06" "06" ] true ] def
105./had [ "had" [ "5" "31" "2" ] [ "01" "02" "04" ] true ] def
106./ham [ "ham" [ "5" "31" "9" ] [ "01" "02" "04" ] true ] def
107./has [ "has" [ "5" "31" "18" ] [ "01" "02" "04" ] true ] def
108./hat [ "hat" [ "5" "31" "14" ] [ "01" "02" "04" ] true ] def
109./hay [ "hay" [ "5" "26" "26" ] [ "01" "06" "06" ] true ] def
110./hen [ "hen" [ "5" "32" "10" ] [ "01" "02" "04" ] true ] def
111./her [ "her" [ "5" "38" "12" ] [ "01" "02" "04" ] true ] def
112./hey [ "hay" [ "5" "26" "26" ] [ "01" "06" "06" ] false ] def
113./hid [ "hid" [ "5" "33" "2" ] [ "01" "02" "04" ] true ] def
114./him [ "him" [ "5" "33" "9" ] [ "01" "02" "04" ] true ] def
115./hip [ "hip" [ "5" "33" "11" ] [ "01" "02" "04" ] true ] def
116./his [ "his" [ "5" "33" "18" ] [ "01" "02" "04" ] true ] def
117./hit [ "hit" [ "5" "33" "14" ] [ "01" "02" "04" ] true ] def
118./hog [ "hog" [ "5" "34" "4" ] [ "01" "02" "04" ] true ] def
119./hop [ "hop" [ "5" "34" "11" ] [ "01" "02" "04" ] true ] def
120./hot [ "hot" [ "5" "34" "14" ] [ "01" "02" "04" ] true ] def
121./how [ "how" [ "5" "42" "42" ] [ "01" "06" "06" ] true ] def
122./hug [ "hug" [ "5" "35" "4" ] [ "01" "02" "04" ] true ] def
123./hum [ "hum" [ "5" "35" "9" ] [ "01" "02" "04" ] true ] def
124./hut [ "hut" [ "5" "35" "14" ] [ "01" "02" "04" ] true ] def
125./ice [ "ice" [ "28" "13" "0" ] [ "05" "02" "05" ] true ] def
126./ink [ "ink" [ "33" "10" "7" ] [ "01" "02" "04" ] true ] def
127./jam [ "jam" [ "6" "31" "9" ] [ "01" "02" "04" ] true ] def
128./jar [ "jar" [ "6" "39" "12" ] [ "01" "06" "04" ] true ] def
129./jaw [ "jaw" [ "6" "40" "40" ] [ "01" "05" "04" ] true ] def
130./jet [ "jet" [ "6" "32" "14" ] [ "01" "02" "04" ] true ] def
131./job [ "job" [ "6" "40" "1" ] [ "01" "02" "04" ] true ] def
132./jog [ "jog" [ "6" "40" "4" ] [ "01" "02" "04" ] true ] def
133./joy [ "joy" [ "6" "41" "41" ] [ "01" "06" "06" ] true ] def
134./jug [ "jug" [ "6" "35" "4" ] [ "01" "02" "04" ] true ] def
135./key [ "key" [ "7" "27" "27" ] [ "01" "06" "06" ] true ] def
136./kid [ "kid" [ "7" "33" "2" ] [ "01" "02" "04" ] true ] def
137./kit [ "kit" [ "7" "33" "14" ] [ "01" "02" "04" ] true ] def
138./lab [ "lab" [ "8" "31" "1" ] [ "01" "02" "04" ] true ] def
139./lay [ "lay" [ "8" "26" "26" ] [ "01" "06" "06" ] true ] def
140./leg [ "leg" [ "8" "32" "4" ] [ "01" "02" "04" ] true ] def
141./let [ "let" [ "8" "32" "14" ] [ "01" "02" "04" ] true ] def
142./lid [ "lid" [ "8" "33" "2" ] [ "01" "02" "04" ] true ] def
143./lie [ "lie" [ "8" "28" "0" ] [ "01" "06" "06" ] true ] def
144./lip [ "lip" [ "8" "33" "11" ] [ "01" "02" "04" ] true ] def
145./log [ "log" [ "8" "34" "4" ] [ "01" "02" "04" ] true ] def
146./lot [ "lot" [ "8" "34" "14" ] [ "01" "02" "04" ] true ] def
147./mad [ "mad" [ "9" "31" "2" ] [ "01" "02" "04" ] true ] def
148./man [ "man" [ "9" "31" "10" ] [ "01" "02" "04" ] true ] def
149./map [ "map" [ "9" "31" "11" ] [ "01" "02" "04" ] true ] def
150./mat [ "mat" [ "9" "31" "14" ] [ "01" "02" "04" ] true ] def
151./may [ "may" [ "9" "26" "26" ] [ "01" "06" "06" ] true ] def
152./men [ "men" [ "9" "32" "10" ] [ "01" "02" "04" ] true ] def
153./met [ "met" [ "9" "32" "14" ] [ "01" "02" "04" ] true ] def
154./mix [ "mix" [ "9" "33" "47" ] [ "01" "02" "04" ] true ] def

```

FIG. 8c



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155./mom [ "mom" [ "9" "34" "9" ] [ "01" "02" "04" ] true ] def
156./moo [ "moo" [ "9" "43" "43" ] [ "01" "06" "06" ] true ] def
157./mop [ "mop" [ "9" "34" "11" ] [ "01" "02" "04" ] true ] def
158./mud [ "mud" [ "9" "35" "2" ] [ "01" "02" "04" ] true ] def
159./mug [ "mug" [ "9" "35" "4" ] [ "01" "02" "04" ] true ] def
160./nap [ "nap" [ "10" "31" "11" ] [ "01" "02" "04" ] true ] def
161./net [ "net" [ "10" "32" "14" ] [ "01" "02" "04" ] true ] def
162./new [ "new" [ "10" "43" "43" ] [ "01" "06" "06" ] true ] def
163./nod [ "nod" [ "10" "34" "2" ] [ "01" "02" "04" ] true ] def
164./not [ "not" [ "10" "34" "14" ] [ "01" "02" "04" ] true ] def
165./now [ "now" [ "10" "42" "42" ] [ "01" "06" "06" ] true ] def
166./nut [ "nut" [ "10" "35" "14" ] [ "01" "02" "04" ] true ] def
167./off [ "off" [ "34" "3" "3" ] [ "01" "06" "06" ] true ] def
168./oil [ "oil" [ "41" "41" "8" ] [ "03" "03" "04" ] true ] def
169./old [ "old" [ "29" "8" "2" ] [ "01" "02" "04" ] true ] def
170./one [ "one" [ "16" "10" "0" ] [ "01" "02" "04" ] true ] def
171./our [ "our" [ "42" "42" "12" ] [ "03" "03" "04" ] true ] def
172./out [ "out" [ "42" "42" "14" ] [ "03" "03" "04" ] true ] def
173./owl [ "owl" [ "42" "42" "8" ] [ "01" "02" "04" ] true ] def
174./own [ "own" [ "29" "29" "10" ] [ "01" "02" "04" ] true ] def
175./pad [ "pad" [ "11" "31" "2" ] [ "01" "02" "04" ] true ] def
176./pal [ "pal" [ "11" "31" "8" ] [ "01" "02" "04" ] true ] def
177./pan [ "pan" [ "11" "31" "10" ] [ "01" "02" "04" ] true ] def
178./pat [ "pat" [ "11" "31" "14" ] [ "01" "02" "04" ] true ] def
179./pea [ "pea" [ "11" "27" "27" ] [ "01" "06" "06" ] true ] def
180./pen [ "pen" [ "11" "32" "10" ] [ "01" "02" "04" ] true ] def
181./pet [ "pet" [ "11" "32" "14" ] [ "01" "02" "04" ] true ] def
182./pie [ "pie" [ "11" "28" "28" ] [ "01" "06" "06" ] true ] def
183./pig [ "pig" [ "11" "33" "4" ] [ "01" "02" "04" ] true ] def
184./pin [ "pin" [ "11" "33" "10" ] [ "01" "02" "04" ] true ] def
185./pit [ "pit" [ "11" "33" "14" ] [ "01" "02" "04" ] true ] def
186./pop [ "pop" [ "11" "34" "11" ] [ "01" "02" "04" ] true ] def
187./pot [ "pot" [ "11" "34" "14" ] [ "01" "02" "04" ] true ] def
188./put [ "put" [ "11" "36" "14" ] [ "01" "02" "04" ] true ] def
189./rag [ "rag" [ "12" "31" "8" ] [ "01" "02" "04" ] true ] def
190./ram [ "ram" [ "12" "31" "9" ] [ "01" "02" "04" ] true ] def
191./ran [ "ran" [ "12" "31" "10" ] [ "01" "02" "04" ] true ] def
192./rap [ "rap" [ "12" "31" "11" ] [ "01" "02" "04" ] true ] def
193./rat [ "rat" [ "12" "31" "14" ] [ "01" "02" "04" ] true ] def
194./raw [ "raw" [ "12" "34" "34" ] [ "01" "06" "06" ] true ] def
195./ray [ "ray" [ "12" "26" "26" ] [ "01" "06" "06" ] true ] def
196./red [ "red" [ "12" "31" "2" ] [ "01" "02" "04" ] true ] def
197./rib [ "rib" [ "12" "33" "1" ] [ "01" "02" "04" ] true ] def
198./rid [ "rid" [ "12" "33" "2" ] [ "01" "02" "04" ] true ] def
199./rip [ "rip" [ "12" "33" "11" ] [ "01" "02" "04" ] true ] def
200./rod [ "rod" [ "12" "34" "2" ] [ "01" "02" "04" ] true ] def
201./rot [ "rot" [ "12" "34" "14" ] [ "01" "02" "04" ] true ] def
202./row [ "row" [ "12" "29" "29" ] [ "01" "06" "06" ] true ] def
203./rub [ "rub" [ "12" "35" "1" ] [ "01" "02" "04" ] true ] def
204./rug [ "rug" [ "12" "35" "4" ] [ "01" "02" "04" ] true ] def
205./run [ "run" [ "12" "35" "10" ] [ "01" "02" "04" ] true ] def
206./sad [ "sad" [ "13" "31" "2" ] [ "01" "02" "04" ] true ] def
207./sat [ "sat" [ "13" "31" "14" ] [ "01" "02" "04" ] true ] def
208./saw [ "saw" [ "13" "40" "40" ] [ "01" "06" "06" ] true ] def

```

Fig. 8d

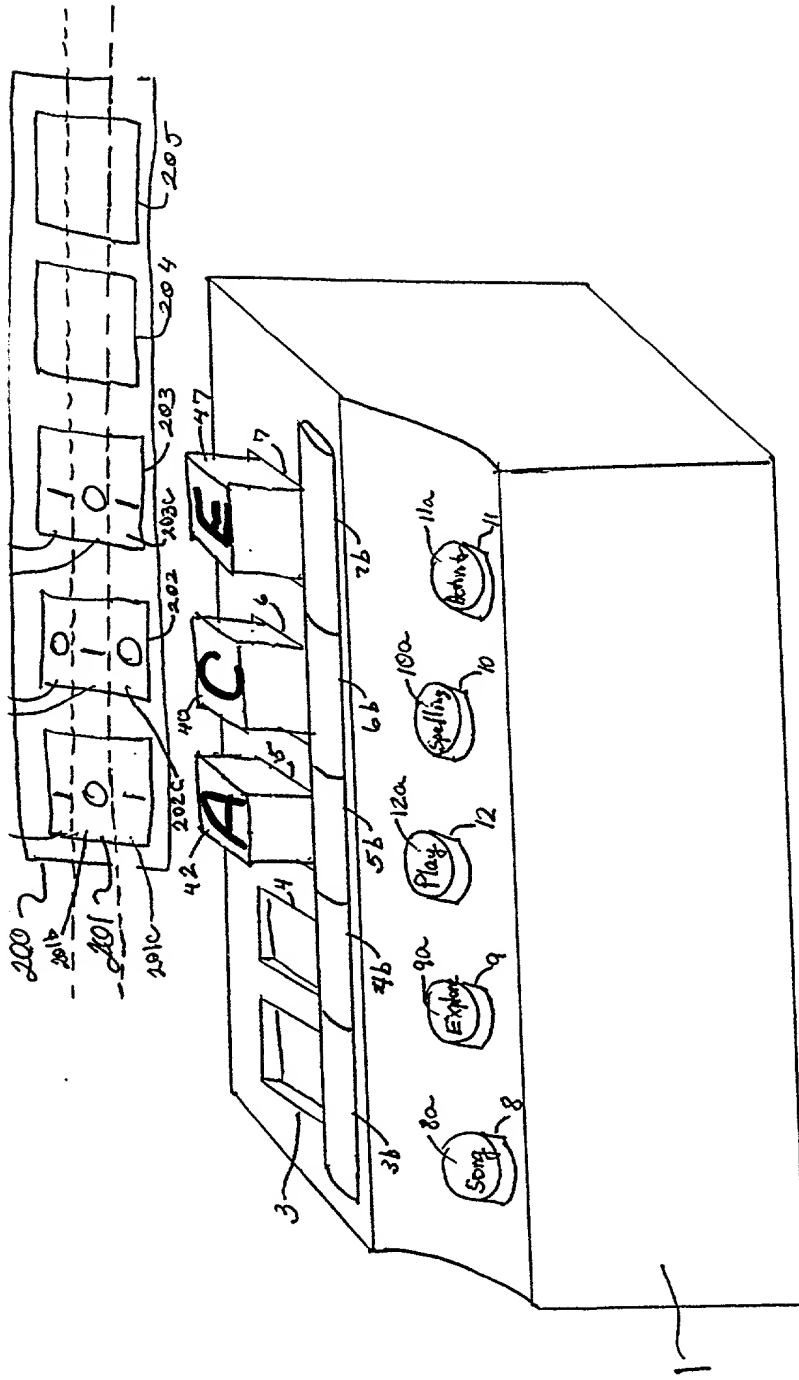


FIG. 9

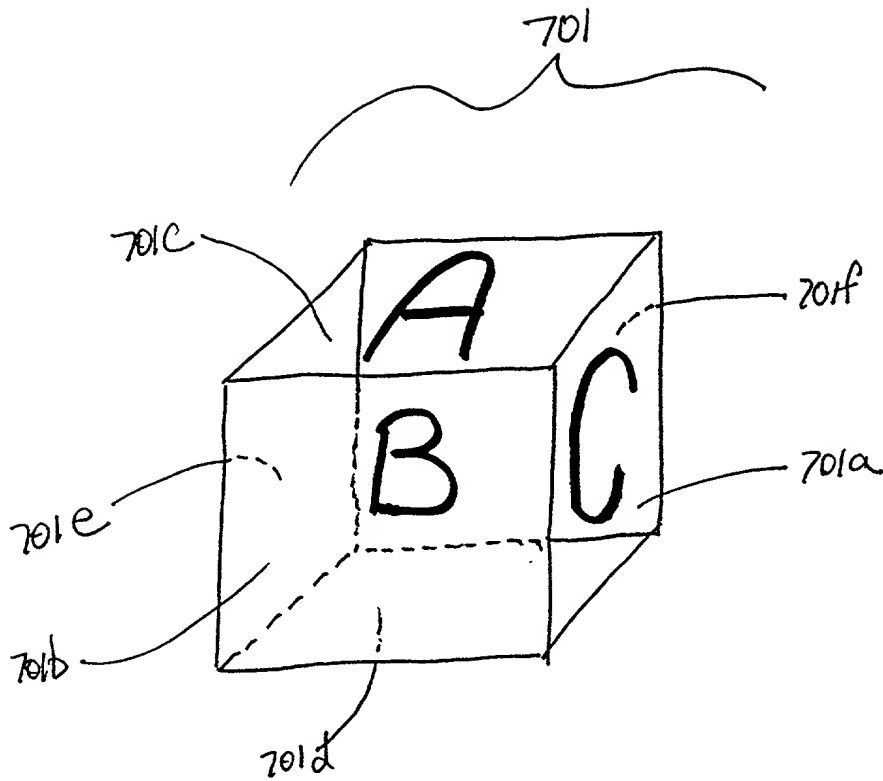


FIG. 10

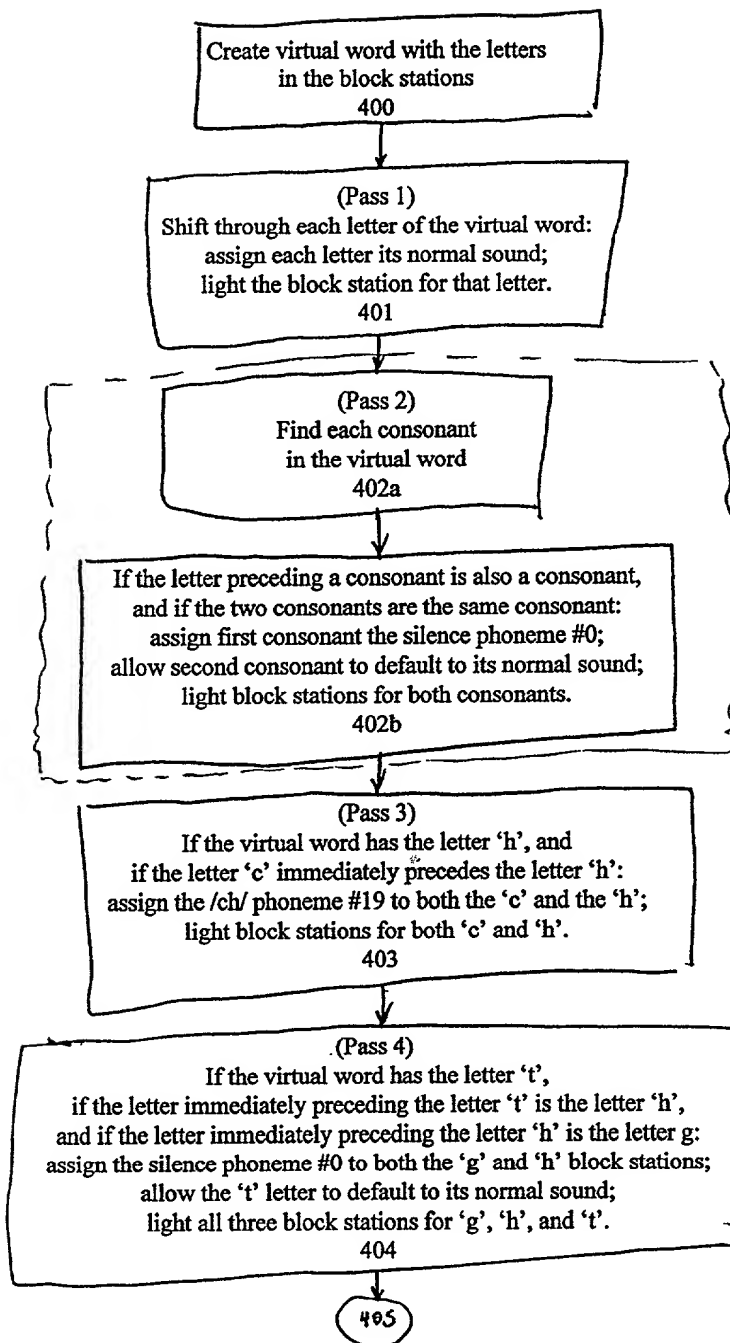


FIG. 11a

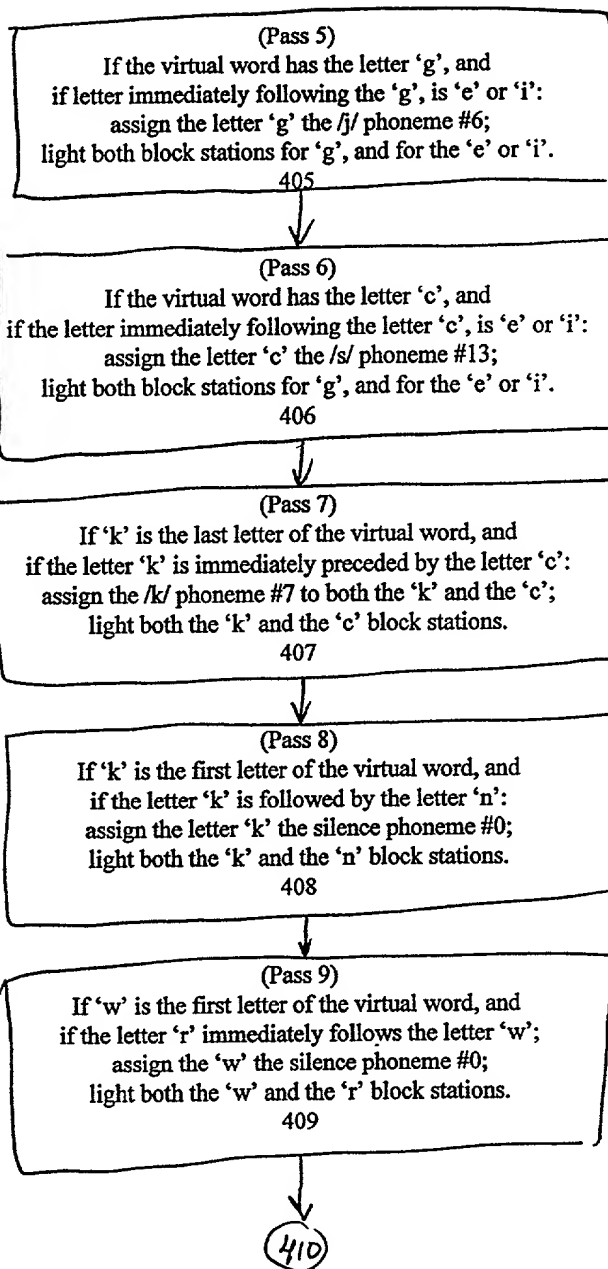


FIG. 11b

(Pass 10)  
If the virtual word has the letter 'e', and  
if a second letter 'e' precedes or follows the first letter 'e';  
assign both letters 'e' the /ē/ phoneme #27;  
light the block stations for both 'e' letters.

410

(Pass 11)  
If the virtual word has the letter 'r', and  
if the letter 'r' is immediately preceded by a vowel, then:  
if the vowel is the letter 'i', assign the letter 'i' the /î/ phoneme #38;  
else if the vowel is the letter 'u', assign the letter 'u' the /û/ phoneme #38;  
else if the vowel is the letter 'e', assign the letter 'e' the /ê/ phoneme #38;  
else if the vowel is the letter 'a', assign the letter 'a' the /â/ phoneme #39;  
else if the vowel is the letter 'o', assign the letter 'o' the /ô/ phoneme #48;  
light the block stations for the vowel and the letter 'r'.

411

(Pass 12)  
If the virtual word has the letter 'r', and  
if the letter 'r' is immediately preceded by the letter 'a' or the letter 'o', and  
if the letter 'r' is immediately followed by the letter 'e':  
assign the letter 'e' the silence phoneme #0;  
if the letter preceding the letter 'r' is the letter 'a', then assign the letter 'a' the /â/  
phoneme #37;  
else if the letter preceding the letter 'r' is the letter 'o', then assign the letter 'o' the /ô/  
phoneme #48;  
light the block stations for the letter 'r', and 'e', and for the letters 'a' or 'o'.

412

(Pass 13)  
If the virtual word ends in the letter 'y', and  
if the virtual word has no vowels:  
assign the letter 'y' the /î/ phoneme #28;  
else if the virtual word ends in the letter 'y', and  
if the virtual word has at least one vowel:  
assign the letter 'y' the /ē/ phoneme #27.

413

414

FIG. 11c

(Pass 14)  
If the virtual word has the letter 'y', and  
if the letter immediately preceding the letter 'y' is the letter 'a':  
assign the letter 'y' the silence phoneme #0;  
assign the letter 'a' the /ā/ phoneme #26;  
light the block stations for both the 'a' and the 'y'.  
414

(Pass 15)  
If the last letter in the virtual word is a vowel, and  
If there is only one vowel in the virtual word, then:  
if the vowel is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;  
else if the vowel is the letter 'i', assign the letter 'i' the /ī/ phoneme #28;  
else if the vowel is the letter 'o', assign the letter 'o' the /ō/ phoneme #29.  
415

(Pass 16)  
If the virtual word has the letter 'h', and  
if the letter 'h' is immediately preceded by the letter 'g', and  
if the letter 'g' is immediately preceded by the letter 'i', then:  
assign the silence phoneme #0 to both the letters 'g' and 'h';  
assign the /i/ phoneme 28 to the letter 'i';  
light the block stations for the letters 'i', 'g', and 'h'.  
416

(Pass 17)  
If the virtual word has the letter 'o', and  
if the letter 'o' is immediately preceded by or immediately followed by another letter 'o',  
then:  
assign both letter 'o's the /ōō/ phoneme #43; and  
light the block stations for both letter 'o's'.  
417

(Pass 18)  
If the virtual word has the letter 'w', and  
if the letter 'w' is immediately preceded by the letter 'e', then:  
assign both letter 'e' and letter 'w' the /ōō/ phoneme #43; and  
light the block stations for both letters.  
418

419

FIG. 11d

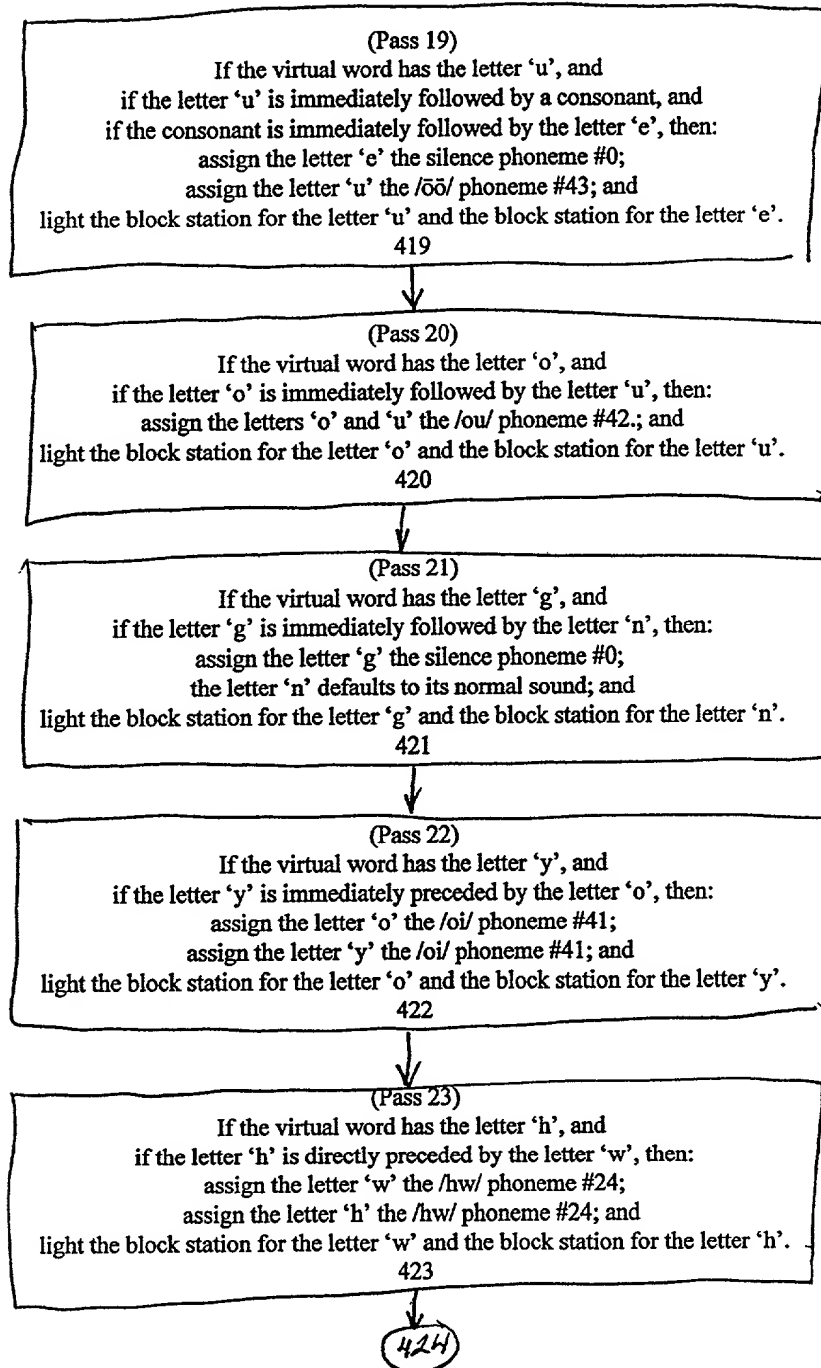


FIG. 11e



(Pass 24)

If the virtual word has two vowels, and  
if the word ends in the letter 'e', and  
if the letter that directly precedes the letter 'e' is a consonant, then:  
assign the letter 'e' the silence phoneme #0;  
if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/  
phoneme #26;  
else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the  
/ē/ phoneme #27;  
else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/  
phoneme #28;  
else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the  
/ō/ phoneme #29;  
else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the  
/ū/ phoneme #43; and  
light the block station for the letter 'e' and the block station for the vowel that directly  
precedes the consonant.

424

(Pass 25)

If the virtual word has two vowels, and  
if the word ends in the letters 'ed', and  
if the letter that directly precedes the letter 'e' is a consonant, then:  
assign the letter 'e' the silence phoneme #0;  
if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/  
phoneme #26;  
else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the  
/ē/ phoneme #27;  
else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/  
phoneme #28;  
else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the  
/ō/ phoneme #29;  
else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the  
/ū/ phoneme #43; and  
light the block station for the letter 'e' and the block station for the vowel that directly  
precedes the consonant.

425

426

FIG. 11f

(Pass 26)

If the virtual word has two vowels, and  
if the word ends in the letters 'es', and  
if the letter that directly precedes the letter 'e' is a consonant, then:  
assign the letter 'e' the silence phoneme #0;  
if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/  
phoneme #26;  
else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the  
/ē/ phoneme #27;  
else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/  
phoneme #28;  
else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the  
/ō/ phoneme #29;  
else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the  
/ū/ phoneme #43; and  
light the block station for the letter 'e' and the block station for the vowel that directly  
precedes the consonant.

426



(Pass 27)

If the virtual word has two vowels, and  
if the word ends in the letters 'er', and  
if the letter that directly precedes the letter 'e' is a consonant, then:  
assign the letter 'e' the /ū/ phoneme #38;  
if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/  
phoneme #26;  
else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the  
/ē/ phoneme #27;  
else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/  
phoneme #28;  
else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the  
/ō/ phoneme #29;  
else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the  
/ū/ phoneme #43; and  
light the block stations for the letters 'e' and 'r' and the block station for the vowel that  
directly precedes the consonant.

427



FIG. 11g

(Pass 28)  
If the virtual word has the letter 'u', and  
if the letter 'u' is directly preceded by the letter 'q', then:  
assign the letter 'q' the /k/ phoneme #7;  
assign the letter 'u' the /w/ phoneme #16; and  
light the block station for the letter 'q' and the block station for the letter 'u'.  
428

(Pass 29)  
If the virtual word has the letter 'p', and  
if the letter 'p' is directly followed by the letter 'h', then:  
assign the letter 'p' the /f/ phoneme #3;  
assign the letter 'h' the /f/ phoneme #3; and  
light the block station for the letter 'p' and the block station for the letter 'h'.  
429

(Pass 30)  
If the virtual word has the letter 'n', and  
if the letter 'n' is directly followed by the letter 'g', then:  
assign the letter 'n' the /ng/ phoneme #25;  
assign the letter 'g' the /ng/ phoneme #25; and  
light the block station for the letter 'n' and the block station for the letter 'g'.  
430

(Pass 31)  
If the virtual word has the letter 's', and  
if the letter 's' is directly followed by the letter 'h', then:  
assign the letter 's' the /sh/ phoneme #20;  
assign the letter 'h' the /sh/ phoneme #20; and  
light the block station for the letter 's' and the block station for the letter 'h'.  
431

(Pass 32)  
If the virtual word has the letter 't', and  
if the letter 't' is directly followed by the letter 'h', then:  
assign the letter 't' the /th/ phoneme #22;  
assign the letter 'h' the /th/ phoneme #22; and  
light the block station for the letter 't' and the block station for the letter 'h'.  
432

433

Fig. 11h

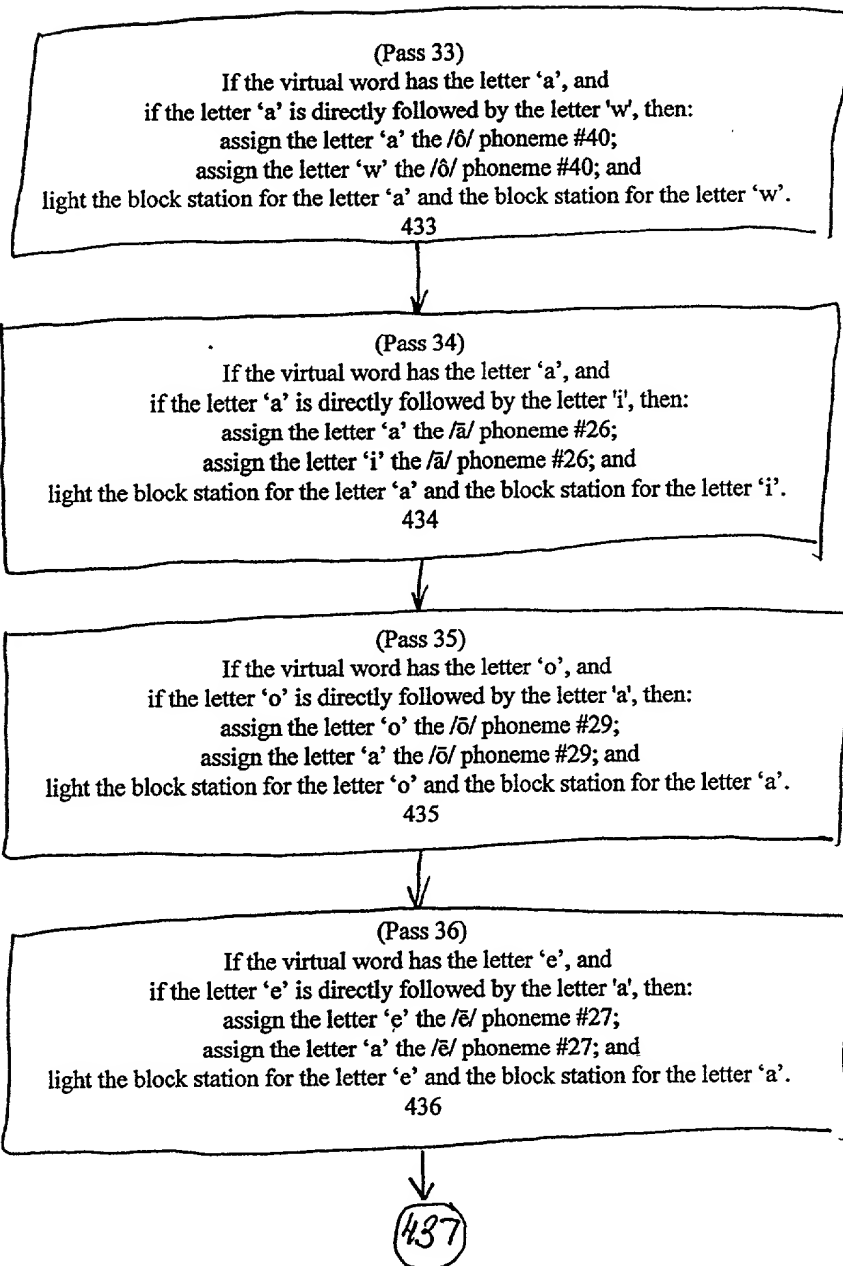


FIG. 11i

(Pass 37)

If the virtual word has the letter 'd', and  
if the letter 'd' is directly preceded by the letter 'l',  
and if the letter 'l' is directly preceded by the letter 'u', and  
if the letter 'u' is directly preceded by the letter 'o', then:  
assign the letter 'o' the /ō/ phoneme #44;  
assign the letter 'u' the /ū/ phoneme #44;  
assign the letter 'l' the silence phoneme #0;  
assign the letter 'd' the /d/ phoneme #2; and  
light the block stations for the letters 'o', 'u', 'l', and 'd'.

437

(Pass 38)

If the virtual word has the letter 'n', and  
if the letter 'n' is directly preceded by the letter 'o',  
and if the letter 'o' is directly preceded by the letter 'i', and  
if the letter 'i' is directly preceded by the letter 't', then:  
assign the letter 't' the /sh/ phoneme #20;  
assign the letter 'i' the /sh/ phoneme #20;  
assign the letter 'o' the /ə/ phoneme #36;  
assign the letter 'n' the /n/ phoneme #10; and  
light the block stations for the letters 't', 'i', 'o', and 'n'.

438

(Pass 39)

If the virtual word has the letter 'n', and  
if the letter 'n' is directly preceded by the letter 'o',  
and if the letter 'o' is directly preceded by the letter 'i', and  
if the letter 'i' is directly preceded by the letter 's', then:  
assign the letter 's' the /sh/ phoneme #20;  
assign the letter 'i' the /sh/ phoneme #20;  
assign the letter 'o' the /ə/ phoneme #36;  
assign the letter 'n' the /n/ phoneme #10; and  
light the block stations for the letters 's', 'i', 'o', and 'n'.

439

440

FIG. 11j

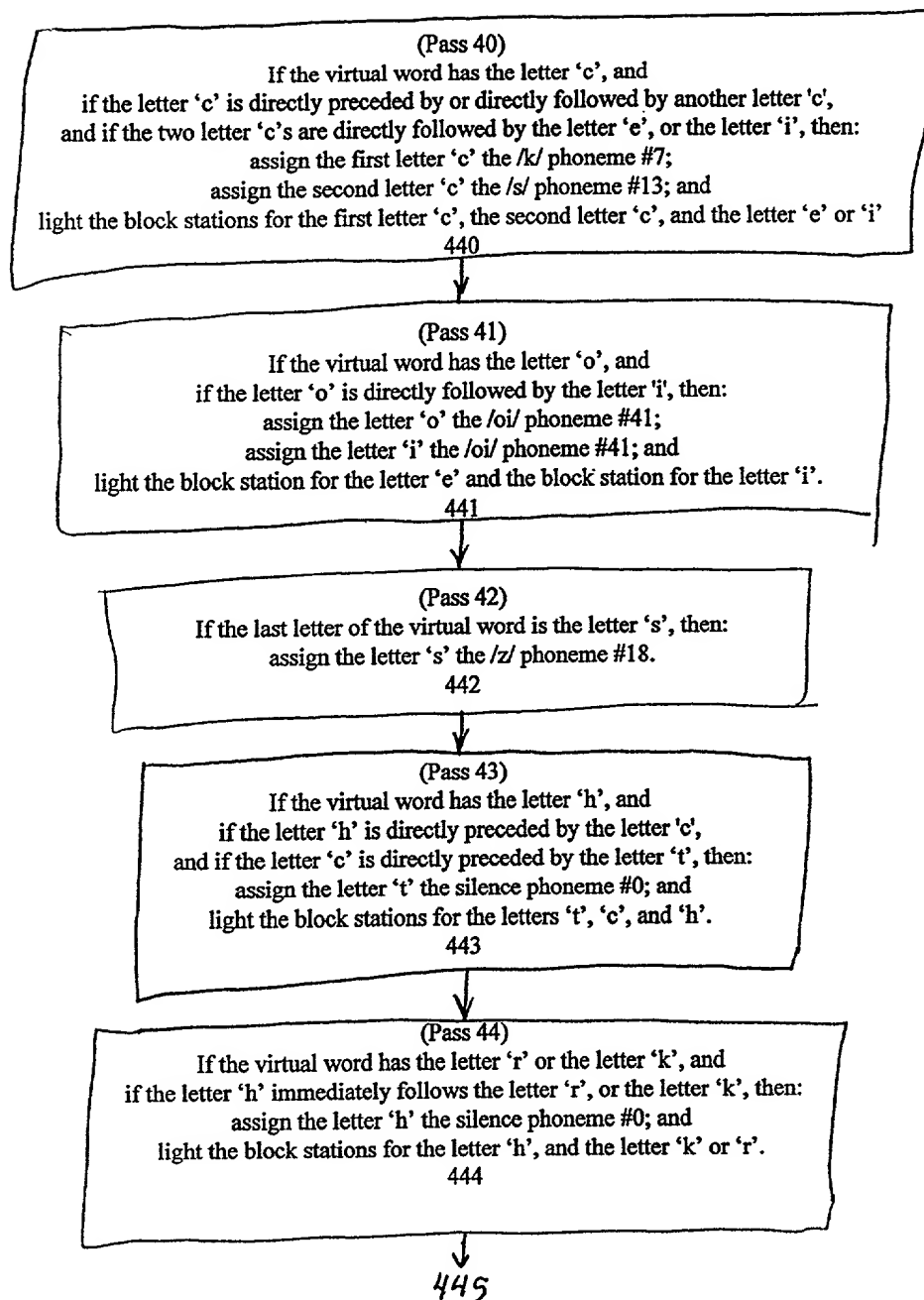


FIG. 11k

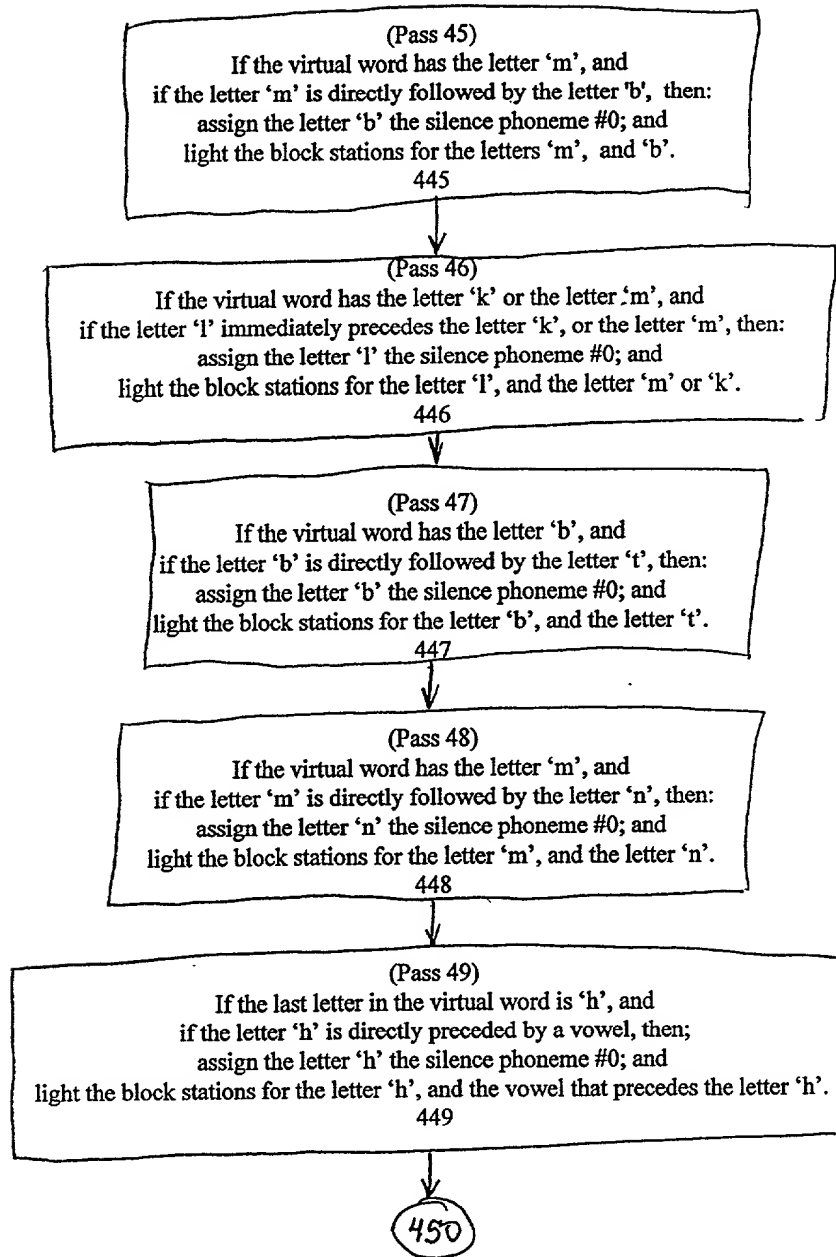


FIG. 11d

(Pass 50)  
If the first letter in the virtual word is 'w', and  
if the letter directly following the letter 'w' is the letter 'h', and  
if the letter directly following the letter 'h' is the letter 'o', then:  
assign the letter 'w' the silence phoneme #0; and  
light the block stations for the letters 'w', 'h', and 'o'.  
450

(Pass 100)  
If the virtual word has the letter 'd', and  
if the letter 'd' is directly followed by the letter 'g'; or the letter 'j', then:  
assign the letter 'd' the silence phoneme #0; and  
light the block stations for the letter 'd', and the letter 'g' or 'j'.  
451

(Pass 101)  
If the last letter in the virtual word is 'm', and  
if the letter 'm' is directly preceded by the letter 's', then;  
assign the letter 's' the /z/ phoneme #18; and  
light the block stations for the letter 's' and the letter 'm'.  
452

FIG. 11m



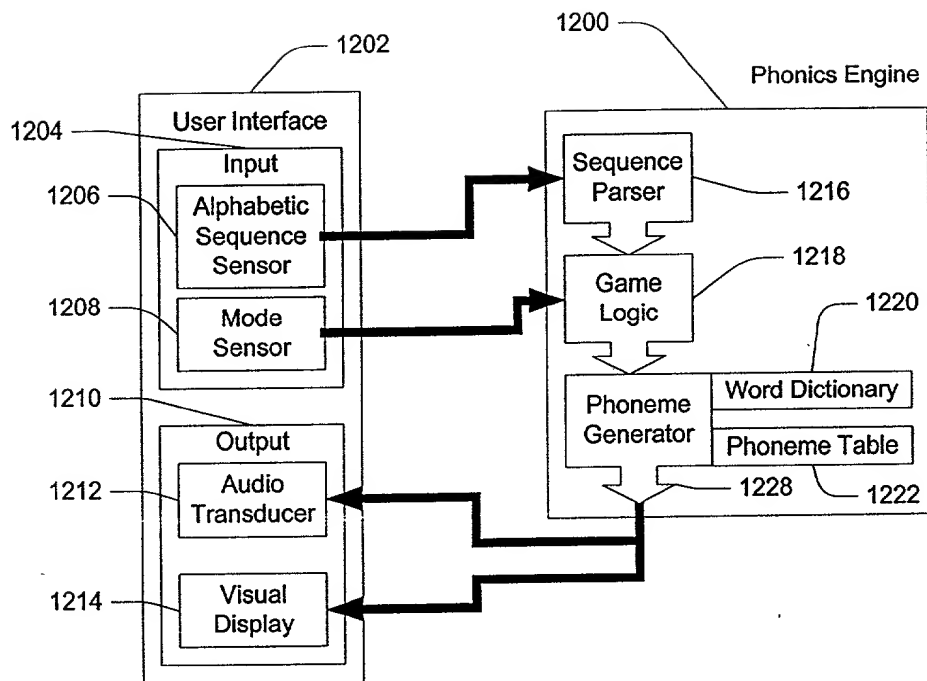


FIG. 12

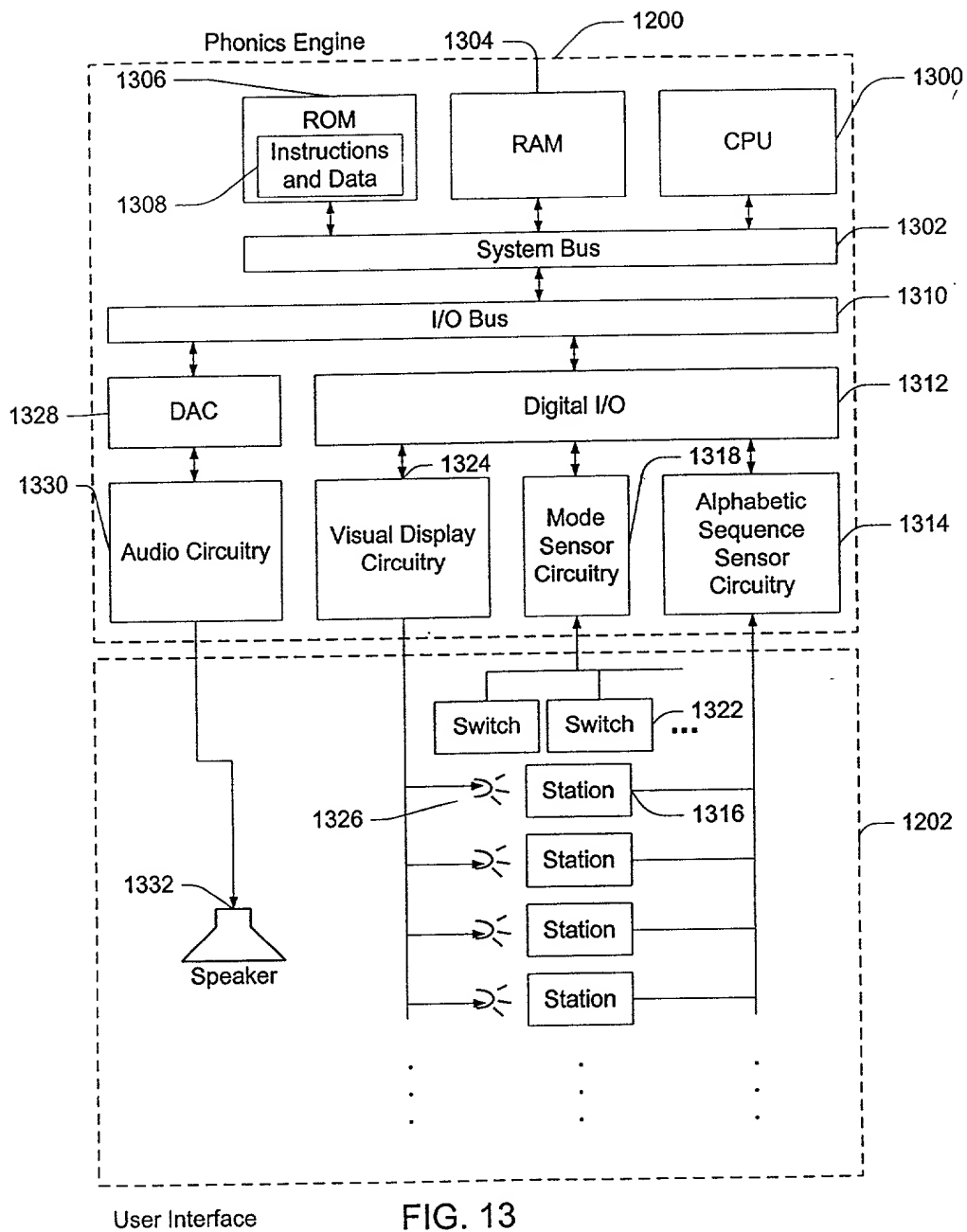


FIG. 13

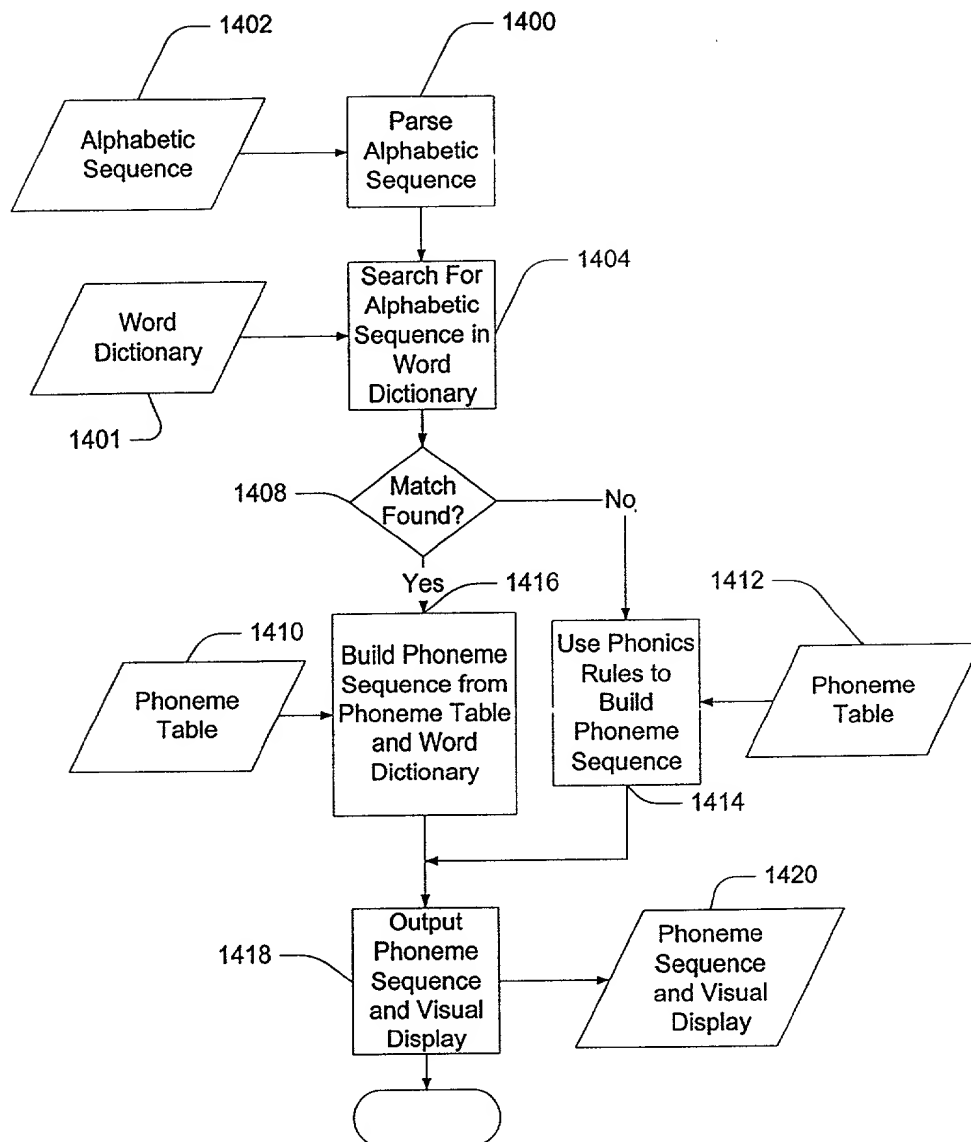


FIG. 14

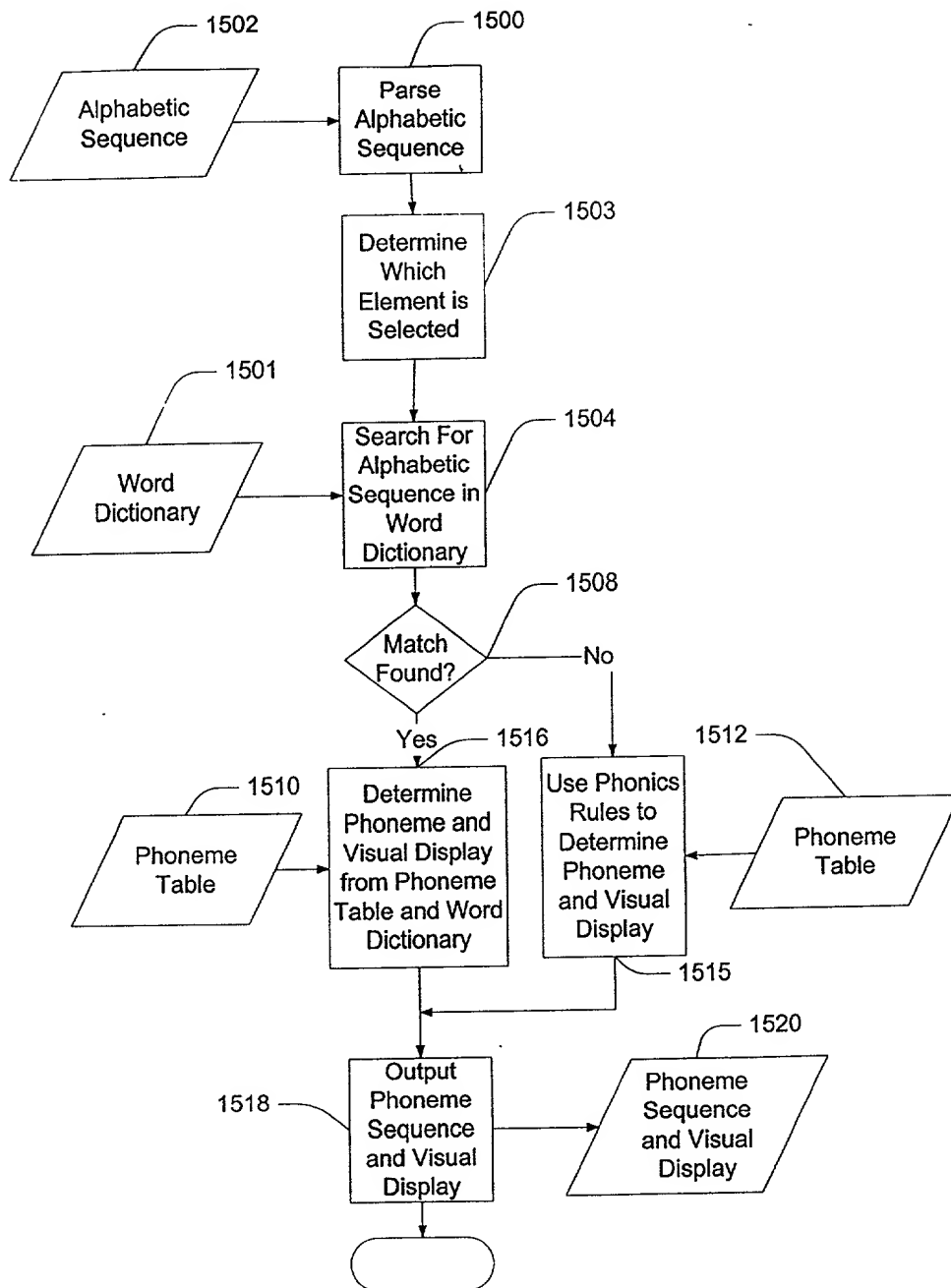


FIG. 15